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SPEECHLESS

Mike Elliott

RULEBOOK



SPEECHLESS

Speechless® is an exciting party game for 3 to 8 players. Players frantically act out words - but they can't speak! See how many you can get right in just 90 seconds!

COMPONENTS

- 8 marker boards
- 8 dry erase markers (with erasers)
- Scoreboard
- 90-second sand timer
- Storage tray to hold all components
- 270 Cards in 3 separate decks of 90 cards each: **Easy** (green), **Medium** (Yellow), and **Hard** (Red).



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Player Name	TURN 1	TURN 2	TURN 3	TURN 4	TURN 5	TURN 6	TURN 7	TURN 8	TURN 9	TURN 10	TOTAL
PETE	5										
BOBBY	7										
KERRI	6										
PHIL	1										
JULIE	8										

The presenter now scores points:

The presenter scores 2 points for each correct guess of the player who had the most correct guesses.

For example, if Bobby had 3 correct guesses, and 3 correct guesses is the most any player has gotten this round, then the presenter, Kerri, would get 6 points (2 for each of the 3 correct guesses). If Bobby had also received additional points for incorrect guesses (which matched other players), Kerri does **not** get any points for these.

The presenter writes their score for the round on the scoreboard.

After scoring, the presenter should take the 3 cards he or she used this round and place them back into the correct sections of the game box for each colored deck. They should place them **in front of** the other cards in each deck, so that they will not be used again this game. **Players always draw new cards from the back of the deck, and place used ones in the front.** The next presenter begins the next round.

WINNING THE GAME

The game ends when the last presenter has finished presenting, and has scored points for all the players, including their own.

Whoever has the most points wins!

If 2 or more players are tied, those players share the victory!

ADJUSTING FOR DIFFICULTY

You can adjust the difficulty of the game by choosing how many cards are drawn of each type.

For example, when playing with children, you may wish to use easier words for them to act out. Instead of drawing a card from each deck, let them draw 2 of the Easy (green) cards and 1 Medium (yellow) card.

For a more difficult game with advanced players, let them draw 1 Medium (yellow) card and 2 Hard (red) cards.

If you have a timer handy, you can also adjust the time players have to act. For example, you might give beginning players a full 2 minutes to act out their words. Experienced players might prefer a challenge of 75 seconds, or even just one minute.



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PRESENTING

When a player is the presenter, they walk over to the “acting area” established during setup. They draw 3 cards out of the box, one card from the **back** of each of the 3 decks; 1 **Easy** (green card), 1 **Medium** (yellow card), and 1 **Hard** (red card). Note that **new** cards are always drawn from the **back** of each deck. **Used** cards are placed at the **front** of the deck at the end of each round.

As they draw each card, they place it into the slot right in front of the deck they drew it from. This allows the cards to stand up so that they can easily see them while presenting.

The presenter must be careful that none of the other players see their cards!



Each card has 2 words on it, giving the presenter six words to act out. The presenter will act out these words, starting with the left (Easy) card first. He or she acts out the top word first, then the bottom word. After a card is completed, you start acting out words on the next card to the right, until you have acted out all 6 words on the 3 cards.

First, the presenter will act out both of the easy words (words 1 & 2 on the **left** card), and then go on to the medium words (words 3 & 4 on the **middle** card), and finally act out the 2 hard words (words 5 & 6 on the **right** card). Note that the slots are conveniently numbered to help guide you.

The presenter should take a moment to familiarize themselves with the words. When the presenter is ready, one of the other players will flip over the sand timer and the turn begins. The presenter has 90 seconds to act out all 6 words!

Before acting out each word, the presenter should hold up their hand, showing a number of fingers to let the other players know which word he or she is acting out. For example, when the turn starts, the presenter will hold up 1 finger to let the players know they are starting on word #1 (the top word on the Easy card). When the presenter starts to act out word #2 (the bottom word on the easy card), the presenter will hold up his or her hand and show 2 fingers.

When the timer is finished, the turn ends **immediately**. The presenter cannot finish up any words he or she was in the middle of acting out!

GUESSING



While the presenter is acting out the words, the other players are watching and trying to guess what word is being acted out. If they think they know the word, they write it down on their marker board with their dry erase marker.

*Note that ALL words are always a single word, so players **must** only write down a single word for their guess.*

Each marker board is labeled from 1 to 6, so the players can keep track of which guess was for which word.

When the timer is finished, the turn ends! Players **must** finish writing down their **final** guesses. They can finish the current guess they are on, but cannot start writing additional guesses.

RULES FOR ACTING

The presenter and the other players are not allowed to talk during the acting!

The presenter may point to objects in the room, other players, body parts, etc. The presenter may trace drawings in the air or on their hand.

The presenter may not make any gesture that would indicate an actual letter, such as sign language, tracing a letter on their hand, or mouthing words.

The other players may not talk, but may nod their heads yes or no to indicate they believe they have the clue so the presenter can move on to another word.

If the presenter has extra time after acting out all 6 words, he or she can go back and act out prior words again to ensure players have gotten the right clues. The other players can hold up fingers to request a certain word to be done again. For example, if a player holds up 4 fingers, they are requesting that the presenter go back to word #4 (the bottom word of the Medium (Yellow) card), and give more clues.

If any player talks or breaks a rule, that player may be penalized a point at the group's discretion. All questions and disputes can be settled by a group vote.



END OF THE ROUND SCORING

After the presenter's time is up, he or she will review the words with the players, one at a time, in the same order they were acted out, asking the players what their guesses were for each word. For example, the presenter may say "What did you guess for word #1?". Then, the other players, one at a time, going clockwise around the table, reveal their guesses.

After all guesses have been revealed for that word, the presenter then reveals what the actual word was. The players note on their marker boards how many points they received for that word:

Players score 2 points for guessing the correct word!

If a player's guess is not exactly the same as the presenter's, but **the real word is contained within their guess**, they still score a full 2 points. For example, if the actual word was "Rhino", players who guessed "Rhinoceros" will still get 2 points.

If a **player's guess only contains part of the actual word**, they do **not** score 2 points. In this case, they were probably not specific enough. For example, a guess of "hammer" does not count if the actual word was "sledgehammer".

Plural and singular guesses are both treated as correct. For example, a guess of "trains" counts for "train".

If a player guessed another **tense** of the word, such as **past** tense (when the word was **present** tense), it will still count as correct. For example, a guess of "shot" counts as a guess for "shoot".

If there is a very close guess, players may decide by group vote whether or not the word should score. In some cases the group might decide to award 1 point (half the normal) as a compromise.



If a player did not guess the correct word, but at least one other player made the same incorrect guess, all players with the same guess score 1 point.

For example, if the real word was "Rhino", and 3 players guessed "Buffalo", all 3 of those players will score 1 point.

There is a small number "1" and "2" next to each numbered word guess on each player's marker board. Each player circles the correct number for the score he or she receives, if any, for each word. For example, if they guessed a word correctly they receive 2 points and circle the small "2" on their marker board.

After each word has been revealed and scored, the presenter goes on to the next word.

After all 6 words have been revealed and scored, the presenter writes each player's score for the round on the scoreboard. For example, if Pete received 5 points for the round, the presenter writes the number 5 in the box for Pete on the scoreboard in the current round's column.



SETUP

Place the sand timer in the center of the table (or play area), along with the scoreboard.

Each player's name is written in a name space on the scoreboard. Then, each player takes a marker board and marker.

Leave the cards in the box, in their storage tray compartments, separated into 3 decks by color and difficulty; **Easy** (green), **Medium** (Yellow), and **Hard** (Red).



Players will take turns being the "presenter" who acts out words. Choose a good area for this, where all players can easily see the presenter. Place the game box (with the cards in it) near that area so that each player who is acting has easy access to the cards.

Choose one player to be the first presenter:

The player who last did a charade of any kind gets to be the first presenter. If this is a tie, the oldest player gets to be the first presenter.

PLAYING THE GAME

Each presenter will act out 6 words, trying to get the other players to correctly guess what word they are acting out. They only have 90 seconds to do this!

After the presenter's time is up, players will score points for the words they have guessed correctly. The presenter marks the scores on the scoreboard and then the game round ends. Then, a new game round begins, and the **next player to the left** becomes the presenter.

Continue around the table, playing game rounds with different presenters, until everyone has been the presenter at least once

- In a 3 player game, each player presents **three times** (9 rounds are played).
- In a 4-5 player game, each player presents **twice**.
- In a 6-8 player game, each player presents **once**.

At the end of the last game round, the player with the highest score wins!

